

MARKED UP VERSION OF THE AMENDED CLAIMS

(Version with marking to show changes made)

1. (currently amended) A method for operating a coin actuated entertainment automat comprising

placing a coin into a coin acceptance device of on entertainment automat;

testing the coin in a coin testing device;

displaying symbols on a symbol display device, wherein a displayed symbol combination comprises several symbols and wherein, upon reaching of a predetermined credit balance in a credit balance counter disposed on the side of the control unit, ~~in~~ ~~the following~~ a symbol combination is successively displayed with the symbol display device;

controlling the course of the game with a control unit including a microcomputer and a pseudorandom number generator;

influencing the course of the game by an operational element disposed on the front side of the entertainment automat;
substituting a symbol by another randomly determined symbol;
renewing the symbols within a predetermined time window until a winning carrying symbol combination is reached; and
accumulating the obtained winning in the credit balance counter.

2. (currently amended) The method according to claim 1, further comprising
networking a second entertainment automat to the first entertainment automat;
simultaneously switching the played entertainment automats (1) into a uniform game mode upon reaching of a predetermined symbol combination or upon reaching of a predetermined credit balance state of a common credit balance counter;

determining in a game mode the entertainment automat, which has reached [[the]] a highest winning value within a time window predetermined by the control unit;

coordinating the highest winning value to that entertainment automat, which entertainment automat has reached the highest winning within the time limited game mode.

3. (previously presented) A method for operating a coin actuated entertainment automat comprising

inserting payment into an automatic entertainment automat;

activating a game time after receiving the payment by the automatic entertainment machine;

randomly drawing all cards;

determining if a game time has ended;

displaying the winning values in case the game time has ended;

determining if a key has been depressed in case the game time has not yet ended;

determining if the depressed key is a hand out key or a hold key
in case a key had been depressed;
randomly drawing cards not being held in case the hand out key
had been depressed;
holding cards in case the hold key had been depressed;
actualize the intermediate state;
determining if a certain winning combination had been reached;
randomly drawing again all cards if the certain winning
combination had been reached;
determining again if the game time has ended if the certain
winning combination had not been reached.

4. (previously presented) The method for operating a coin
actuated entertainment automat according to claim 3 further
comprising

determining if a special symbol combination or a jackpot winning value has been reached after inserting payment into the automatic entertainment automat.

5. (previously presented) The method for operating a coin actuated entertainment automat according to claim 3 further comprising

networking a second entertainment automat to the first entertainment automat;

determining which one of the entertainment automats assumes a master function;

determining which one of the entertainment automats assumes a slave function;

determining if a jackpot filling level has reached a predetermined release amount;

starting a jackpot game at the entertainment automat performing the slave function;

waiting till the slave is ready;
activating the game time for the entertainment automats;
randomly drawing all cards;
determining if a game time has ended;
collecting the game results of the slave entertainment automat in
the master entertainment automat;
distributing of the game results to the slave entertainment
automat by the master entertainment automat;
calculating of the winning amount;
displaying the winning amount.

6. (previously presented) The method for operating a coin
actuated entertainment automat according to claim 5 further
comprising
sending a readiness signal to the master entertainment automat;
waiting by the slave entertainment automat for an activation of
the game time through the master entertainment automat.

7. (previously presented) A method for operating a coin actuated entertainment automat with a coin acceptance device and a coin test device, a symbol display device and a control unit for controlling the course of the game, wherein the control unit includes a microcomputer and a pseudorandom number generator, wherein the game course can be influenced by an operational element disposed on the front side of the entertainment automat, and wherein a displayed symbol combination comprises several symbols, and wherein a symbol can be substituted by another randomly determined symbol, wherein upon reaching of a predetermined symbol combination or upon reaching of a predetermined credit balance in a credit balance counter disposed on the side of the control unit in the following a symbol combination is displayed with the symbol display device (2), and wherein the symbols can be renewed within a predetermined time window, until the winning carrying

symbol combination is reached, and wherein the obtained winning is accumulated in the credit balance counter.

8. (currently amended) The method according to claim 7, wherein the entertainment automats (1) are networked together, and wherein the played entertainment automats (1) are simultaneously switched into a uniform game mode upon reaching of a predetermined symbol combination or upon reaching of a predetermined credit balance state of a common credit balance counter, wherein in the game mode is determined at which entertainment automat (1) ~~[[the]]~~ a highest winning value is reached within a time window predetermined by the control unit (7), and wherein the highest winning value is coordinated to that entertainment automat (1), which entertainment automat (1) has reached the highest winning value within the time limited game mode.

9. (currently amended) A method for operating a coin actuated entertainment automat comprising

placing a coin into a coin acceptance device of an entertainment automat;

testing the coin in a coin testing device;

displaying symbols on a symbol display device, wherein a displayed symbol combination comprises several symbols and wherein, upon reaching of a predetermined symbol combination or upon reaching of a predetermined credit balance in a credit balance counter disposed on the side of the control unit, ~~in the following~~ a symbol combination is successively displayed with the symbol display device;

controlling the course of the game with a control unit including a microcomputer and a pseudorandom number generator;

influencing the course of the game by on operational element disposed on the front side of the entertainment automat;

substituting a symbol by another randomly determined symbol;

renewing the symbols within a predetermined time window until a winning carrying symbol combination is reached;
accumulating the obtained winning in a credit balance counter;
and switching simultaneously the coin actuated entertainment automats disposed in the network into a common supplemental game when a predetermined value of a common jackpot is surpassed.

10. (previously presented) The method according to claim 1, further comprising
monitoring a credit balance state with a first operational block exhibiting a game stake;
monitoring the total playing time by a second operational block;
randomly determining winning symbols during the complete game time by a control unit;
illustrating and displaying the randomly determined winning symbols with a symbol display device;

activating a first branching block by a third operational block for determining the remaining residual game time;
determining in a second branching block in case of a presence of remaining residual game time, if an operating element furnished on the front side of the entertainment automat has been actuated;
performing a return to the first branching block in case of an absence of an operating element activation.

11. (previously presented) The method according to claim 1, further comprising
determining which operational element was actuated in case of an activation of an operational element;
presenting card symbols with the symbol display device;
drawing not held cards by new cards determined randomly from the card storage in a fourth operational block;
determining a winning value of a displayed symbol combination;
displaying the winning value in a fifth operational block;

checking in a third branching block, if the maximum winning value is displayed with the symbol display device;

holding the winning symbols displayed with the symbol display device upon remaining of a residual game time in the following by activation of an operational element;

performing a return from the third branching block to the first branching block upon checking if the game time has ended;

determining an actualized winning value in case of an ended game time in a sixth operational block;

performing a return from the sixth operational block to a first operational block by checking, if a further credit balance state for basing a further game stake is present.

12. (previously presented) The method according to claim 1, further comprising

determining symbol combinations randomly in case of a credit balance state exhibiting a game stake in the credit balance counter of the entertainment automat;

performing a switch over from a base game into a supplemental game by a control unit in case a predetermined winning value is coordinated to the symbol combination displayed by the symbol display device or if a particular symbol combination is displayed with the symbol display device;

determining in a branching block if a preset jackpot winning value has been reached or surpassed for a predetermined symbol combination.

13. (previously presented) The method according to claim 1, further comprising

monitoring a total game time by on operational block;

randomly determining winning symbols by a control unit during a total game time;

displaying the randomly determined winning symbols with the symbol display device;

activating a branching block by an operational block for determining the remaining residual game time;

checking in the branching block in case of a presence of remaining residual game time, if an operational element present on the front side of the entertainment automat has been actuated; performing a return to a branching block in case of no actuation of the operational element;

checking which one operational element was actuated in case of an actuation of the operational element;

checking in the branching block, if a maximum winning value is displayed with the symbol display device;

performing a return upon non-reaching of the maximum winning value from one branching block to a second branching block, wherein the game time is checked in the second branching block;

displaying winning symbols with the symbol display device upon remaining of a residual game time;

holding the display of the winning symbols by actuating of the operational element or throwing out all up to now held cards by actuating an entry block;

performing a return from the one branching block to the second branching block by checking if the game time has ended;

determining an actualized winning value in an operational block in case of an ended game time, and displaying actualized winning value with a coordinated display means; performing a return from a second operational block to a third operational block by checking if a further credit balance state sufficient for a game stake is present.

14. (previously presented) The method according to claim 2, further comprising

initiating a network by actuating the power switch of each entertainment automat;

assuming of the master function by one of the entertainment automats, wherein the master function comprises essentially that a coordination of the entertainment automats present in the network is performed with respect to the collection of data through the counter state of the jackpot amount and the release of a common special game, which takes place at all entertainment automats present in the network at the same time;

switching the second entertainment automat present in the network to a slave function;

randomly determining a symbol combination in an operational block and displaying the symbol combination in the symbol display device in case of a sufficient credit balance state;

transferring an adjustable shared part amount of the game stake of each base game to a common jackpot counter;

checking the counter state of the jackpot counter in a branching block following to a determination of the winning value in the base game; sending from the master a control signal to all other entertainment automats present in the network if the predetermined jackpot counter state is reached or surpassed, wherein the slaves switch to the supplemental game based on the control signal after termination of the base game; monitoring in an operational block, if an okay signal was returned by all slaves; starting the supplemental game at the same time in all participating coin actuated entertainment automats.

15. (previously presented) The method according to claim 2, further comprising
activating an entertainment automat in case of a credit balance state exhibiting a game stake;
monitoring a total game time by an operational block;

randomly determining winning symbols by a control unit and displaying the winning symbols with the symbol display device within the total game time;

activating a branching block for determining the remaining residual game time by the operational block;

checking in a branching block if an operational element disposed on the front side of the entertainment automat was actuated in case of a presence of remaining residual game time;

performing a return to the branching block if no operational element actuation took place;

checking in case of actuation of the operational element which operational element was actuated;

determining and displaying a game result of the displayed symbol combination in an operational block;

determining in a first branching block if a maximum winning value is displayed with the symbol display device;

performing a return from the first branching block to a second branching block in case of a non-reaching of the maximum winning value; and
checking the game time in the second branching block.

16. (previously presented) The method according to claim 2, further comprising

performing a return upon reaching of the maximum winning value from a branching block to an operational block, wherein new winning symbols are randomly determined in the operational block and are displayed with the symbol display device;

displaying winning symbols in case of a remaining residual game time with the symbol display device and holding the winning symbols in the following by actuating the operational element or throwing out all up to now held cards by actuating an entry block;

performing a return from the first branching block to the second branching block;

checking in the second branching block, if the game time has ended; scanning the individual results of the slave entertainment automats by the entertainment automat turned master in case of an ended game time;

accumulating the incoming game results by the master; communicating the incoming game results from the master to the slaves;

determining the winning value in the following in an operational block;

displaying the determined winning value with the coordinated display means of a respective entertainment automat;

performing a return from an operational block displaying the winning value to a second operational block checking the game stake.

17. (previously presented) The method according to claim 2, further comprising

initiating a network by actuating the power switch of each of the entertainment automats, wherein one of the entertainment automats assumes a master function;

switching further entertainment automats contained in the network to slave operation; wherein the slave function comprises essentially that predetermined data are transmitted continuously to the master after request;

randomly determining a symbol combination in an operational block in case of a sufficient credit balance state;

displaying the determined symbol combination with the symbol display device;

transmitting on adjustable share part of the stake of each base game to a common jackpot counter;

checking in a branching block, if on instruction is present from the master to start thereupon a supplemental game following to the determination of the winning value in the base game;

confirming a receipt of the instruction of the start of the supplemental game to the master;

activating the entertainment automat in case of a credit balance state exhibiting at least a game stake;

checking by on operational block, if the master signal for the special games is present;

randomly determining winning symbols by a control unit during the complete game time;

displaying the determined winning symbols with the symbol display device;

activating a first branching block for determining the remaining residual game time by an operational block;

checking in a second branching block, if an operational element furnished on the front side of the entertainment automat was

actuated; performing a return to the first branching block in case no actuation of an operational element took place and in case of a presence of a remaining residual game time.

18. (previously presented) The method according to claim 2, further comprising

checking which operational element was actuated in case of an actuation of an operational element;

determining a game result of the displayed symbol combinations;

displaying the determined game result in the operational block;

determining in a branching block if a maximum winning value is displayed with the symbol display device;

performing a return from a first branching block to a second branching block in case of a non-reaching of the maximum winning value;

checking the game time in the second branching block;

performing a return from the first branching block to a second operational block;

performing a return upon reaching of the maximum winning value, wherein new winning symbols are randomly determined in the second operational block and wherein the new winning symbols are displayed with the symbol display device;

displaying winning symbols with the symbol display device in case of a remaining of residual game time;

holding the winning symbols in the following by actuating the operational element or throwing out all up to now held cards by actuating the entry block;

performing a return from the first branching block to the second branching block by checking if the game time has ended;

performing a return from a third operational block to a fourth operational block by checking if a further credit balance state sufficient for a game stake is present.

19. (previously presented) A system for operating a coin actuated entertainment automat comprising

a first entertainment automat;

a second entertainment automat, wherein the first entertainment automat and the second entertainment automat are forming a network and are simultaneously switched, and

means for configuring the network connected to the first entertainment automat and to the second entertainment automat,

wherein

the first entertainment automat and the second entertainment automat are at the same time playing a base game, and wherein a predetermined winning combination or a predetermined winning value is reached in the base game, whereupon a supplemental game is activated upon a trigger value on the first entertainment automat and on the second entertainment automat.

20. (previously presented) The system according to claim 19, wherein the first entertainment automat is furnished with a first additional operating element, wherein the first additional operating element is associated to each presented winning symbol and each presented winning symbol can be held in the following by action of the first operating element, and wherein the first entertainment automat includes a first separate processor and first software;

wherein the second entertainment automat is furnished with a second additional operating element, wherein the second additional operating element is associated to each presented winning symbol and each presented winning symbol can be held in the following by action of the second operating element, and wherein the second entertainment automat includes a second separate processor and second software.

21. (previously presented) The system according to claim 19,
wherein

one of the first entertainment automat and of the second
entertainment automat performs a master function, and wherein
the entertainment automat performing the master function drives
the supplemental game which is performed on the first
entertainment automat and on the second entertainment automat.

22. (previously presented) The system according to claim 21,
wherein

the entertainment automat performing the master function
accumulates a jackpot amount as on adjustable shared part of the
game stake of each base game, and wherein the entertainment
automat performing the master function scans individual game
results and subdivides the jackpot winning amount.

23. (previously presented) The system according to claim 19 further comprising

a display means furnished as a central large display field, wherein the display means displays the temporary jackpot value.

24. (previously presented) A network of entertainment apparatuses comprising

a first symbol display device;

first operating elements disposed near the first symbol display device; a first opening for receiving coins, tokens or banknotes;

a first payment unit;

a first control unit connected to the first symbol display device, to the first operating elements, to the first opening and to the first payout unit;

a first symbol game device connected to the first control unit;

a first video controller having a symbol memory storage and connected to the first symbol display device and to the first control unit;

a first read-only memory including

a first pseudo random number generator program,

a first winning value recognition program,

a first display control program, and

a first winning plan program;

a first communications board associated with the first control circuit; a first serial interface disposed at the first communications board;

a second symbol display device;

second operating elements disposed near the second symbol display device;

a second opening for receiving coins, tokens or banknotes; a second payment unit;

a second control unit connected to the second symbol display device, to the second operating elements, to the second opening and to the second payout unit;

a second symbol game device connected to the second control unit;

a second video controller having a symbol memory storage and connected to the second symbol display device and to the second control unit;

a second read-only memory including

a second pseudo random number generator program,

a second winning value recognition program,

a second display control program, and

a second winning plan program;

a second communications board associated with the second control circuit;

a second serial interface disposed at the second communications board;

a cable connecting the first serial interface to the second serial interface;

wherein a determination is set as to what game stake part is to be delivered to the jackpot.

25. (previously presented) The network of entertainment apparatuses according to claim 24, wherein the first symbol display device displays the temporary jackpot value;

wherein the second symbol display device displays the temporary

jackpot value;

wherein the first control unit performs an automatic recognition for determining which control unit assumes a master function and which control unit assumes a slave function;

wherein the second control unit performs an automatic recognition for determining which control unit assumes a master function and which control unit assumes a slave function;

wherein a jackpot prerelease value is set;

wherein the jackpot is frozen upon reaching of the jackpot
prerelease value; and

wherein a jackpot payout game is started at the first control unit and at the
second control unit.